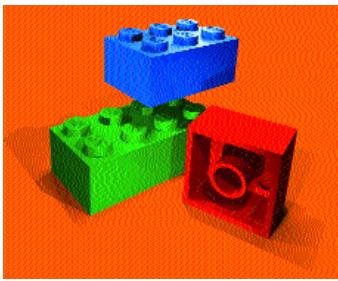


constructive™





creator



Instruction Manual

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LEGO Media Technical Support

Having technical problems? We're here to help:

Via Phone:

For technical support only: **860-763-7875**

Via Email: For technical support only:

help@america.legomedia.com

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For information via the Internet:

www.lego.com/software

Introduction



Hi, welcome to the LEGO Creator Guide. Let me introduce myself. I'm the LEGO Creator Wizard and I'm going to help you find out about all the cool stuff that LEGO Creator can do.

I'll tell you how to move around, build with LEGO bricks, drive and fly LEGO models and lots of other exciting things!



Throughout this guide there are pictures of me like this! Wherever you find one of these pictures I'll tell you about special things to do or look out for.



Installing and Starting LEGO Creator

LEGO Creator should automatically install when you put the CD-ROM in the CD-ROM drive. If it does not start after a few seconds, just do the following:

1. Using the left-hand mouse button, double-click on "My Computer", and then double-click on the CD-ROM drive icon (commonly D:), it will be labeled CREATOR.
2. Once you have double-clicked on your CD-ROM drive, you will see the CREATOR folder. Double-click on it, and then double-click on the SETUP icon. The SETUP icon looks like a little computer.
3. Follow the instructions to complete installation.

To save space on your hard drive (around 85 MB), you can leave the LEGO Creator tutorials on the CD-ROM.

NOTE: The tutorials will run better if you install them to your hard drive.

To start LEGO Creator, click on START, PROGRAMS, LEGO Media, and then click on Creator.

How About a Quick Guided Tour of LEGO Creator!



Well, once you've started LEGO Creator, you should have this screen in front of you! If you didn't hear me introduce myself, turn your sound on!

The main part of the picture is the 3D world. This is where you build and play with your cool LEGO® models. Just before you get started, let me take a few moments to show you how to get the best out of LEGO Creator!

Apart from this excellent Guide, the best way of finding out about this stuff is by running the LEGO Wizard Trainer – this tells you how to do great things in easy and fun steps.



Click this button anytime to start the Wizard Trainer!

Why not try experimenting by clicking buttons to see what they do – you can't break or lose anything!



To find out at any time what a button does, click on me in the top corner of LEGO Creator and click on a button - I'll tell you all about it!

I've given you lots of buttons to press, so go ahead and experiment, but here's one of the most important...



Build and Play



Click on these buttons with the left mouse button to switch between BUILD and PLAY. BUILD is where you build LEGO® models, PLAY lets you play with your LEGO models.

Building with LEGO!

So, you wanna play with some LEGO bricks!

The Personal LEGO Assistant (PLA) is where you find the important parts of LEGO Creator – the LEGO bricks and models!



Click the LEGO toy box at the top. This holds all the bricks and models that come with LEGO Creator.

After clicking the box this screen is shown.

Use the buttons on the screen to access:

LEGO® Worlds (see page 8)

LEGO Models (see page 8)

LEGO Bricks (see page 9)

LEGO Colors (see page 13)



By clicking either of the arrows above or below the buttons, you can also find:

LEGO Vehicles (see page 18)

LEGO Kits (see page 8)

Action Bricks (see page 25)

Mini-figures (see page 16)



Adding LEGO Bricks



Click this button to get to your LEGO bricks and scroll down the list using the red ball or arrows to find the brick you want. To put it in the world, click on it with the left mouse button and move the mouse into the world.

Note that when you bring a LEGO brick into the world, it is attached to the mouse pointer and will climb over other LEGO bricks and models as you move the mouse around, until you are ready to place it. See Moving LEGO Bricks and Models on page 9.

LEGO® Worlds



Click this button to load in a LEGO world, scroll down the list using the red ball or arrows, choose the world you want, click it with the left mouse button and then move the mouse into the world.



Loading in a new world will replace whatever is there already. Save your work before you bring in a new world! See Saving and Loading LEGO Worlds and Models on page 31.

Ready Built LEGO Models

To help get you started, LEGO Creator includes the LEGO SYSTEM Town range of models ready-built.



Click this button to show these models. To add them to the world choose the LEGO model you want with the left mouse button and then move the mouse into the LEGO world.



These models are great for building up an exciting LEGO world for you to explore and play with! Some do special things like ... well, that would be telling! I'll let you find out!

Remember, you can't take these models apart, but ...



Click this button to show models that can be taken apart. These models are added to the world in the same way as adding the other models and bricks. Once a model has been brought into the world, it can be moved around as a whole, or split into individual bricks.

Choosing LEGO® Bricks in the World

You can choose a single brick or a group of bricks by clicking on it with the left mouse button.



If one red brick is shown on the CHOOSE button, it is set to SINGLE. Click any part of a brick to choose it.



If all the bricks on the CHOOSE button are red, it is set to GROUP. Clicking on a brick will choose all connected bricks. This can be used to pick up LEGO models.

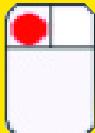


A chosen brick or model has a white outline around it. When you choose another brick the outline disappears and reappears on the brick you've just chosen.

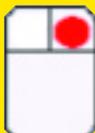
Remember, the LEGO Wizard Trainer is there to help you out with all kinds of cool things, like choosing LEGO bricks!

Moving LEGO Bricks and Models

When you have placed a brick or model, you can move it in the following ways:



Move it side to side and forward or backward by clicking on it with the left mouse button and holding the button down while moving the mouse in the desired direction.



Move it up and down by clicking on it with the right mouse button and holding the button down while moving the mouse pointer up and down.



Chosen bricks make shadows when they are moved. You can use these shadows to see where your bricks are positioned; this lets you place bricks exactly where you want!

When you move a LEGO® brick and it hits another you will hear them click together when they touch. If the LEGO bricks can join up, you will also hear a joining noise.

When you move a LEGO brick out of a group you will hear a noise that tells you the brick is free to move.



When you move a brick it will avoid spaces that it cannot connect to. You can also move bricks by pressing the arrow keys on your keyboard. For lots more stuff on moving and joining bricks, see the LEGO Wizard Trainer. He's good – I trained him myself!

Moving Around Your LEGO World

LEGO Creator allows you to move around your 3D world quickly, and makes building as simple as possible.

Use these controls to move objects and yourself around the world:





Click the center of this button to turn the mouse pointer into a target sight. Place the sight over a LEGO® brick or model and click the left mouse button to jump to that object. You can also use the sight to jump to any point on the ground as well. Click the 4 red arrows around the button to move up, down, left and right.



Click this with the left mouse button to turn around a chosen object – click it with the right mouse button to turn it around the other way.



Click the '+' button to zoom into a chosen object. Click the '-' button to zoom back out.



Click this to instantly reset the viewpoint so that you can look over your entire LEGO world. This HOME button is very useful if you get lost while building or exploring.



Click the big RED BALL with the left mouse button and move it around to move forwards and backwards, and turn left or right. Move the ball with the right mouse button to move up, down and sideways.



Click and move the smaller red ball on the right to look up or down.



The further you move the larger red ball, the faster you move in the LEGO world.

Why not take a little time moving around and choosing things using these buttons right now!

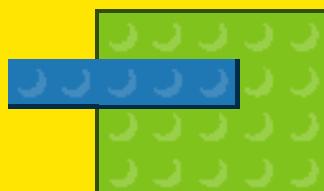


Doing things with LEGO® Bricks

Use these buttons to do things with bricks:



- ① Turns chosen LEGO bricks or models.
- ② Copies chosen LEGO bricks or models.
- ③ If you make a mistake don't worry! This button reverses almost anything. You can click it several times, until there is nothing left to undo.
- ④ If you UNDO something by mistake, you can left-click on the REDO button to restore your model. Like UNDO, you can click REDO several times until there is nothing more to be redone.
- ⑤ Throws away the chosen LEGO brick or model. Don't worry you can't permanently delete anything from the LEGO toy box – you have an unlimited supply of LEGO Creator bricks!
- ⑥ Shows how a model is made. See Building Instructions on Page 14.



Coloring Bricks



Click this button in the LEGO toy box to show the LEGO color palette.

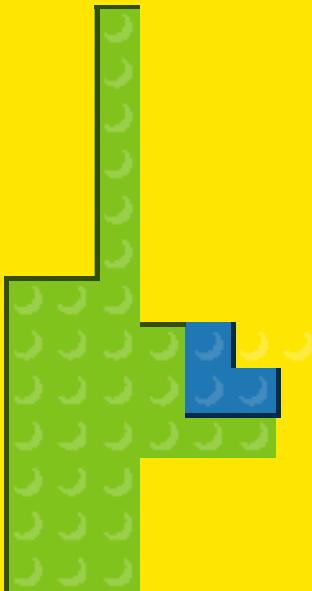
The paint box appears:



Changing a color.

To change the color of a brick, left click on another color in the palette, and click on the brick in the world.

If a brick cannot be changed to a certain color you will hear a warning sound when you click the brick.



Building Instructions

Once you have built a model, you can use building instructions to help you construct the same model with real LEGO® bricks!



Choose a model and then click the Steps button to show the building instructions for a model.

Everything else in the world disappears, but don't worry ... everything will reappear when the building instructions are turned off!



This console appears over your box of bricks.

Click the back arrow to remove bricks from the display, one-by-one.

Click the forward arrow to replace these bricks one at a time. Bricks are always removed and replaced in a way that can be copied with real LEGO bricks!

Click on the camera to print each stage of the building instructions.



Remember that you will need to have a printer attached to your computer!

WWW



If you have internet access, click this button to go to the LEGO Web site, where you can find lots of cool things to see and download.

EXIT



Click this button to leave LEGO Creator.
Remember to save your models or worlds
before you go!

Mini-figures



Click this button in the LEGO® toy box to choose from a wide range of pre-built LEGO Mini-figures. You can even design your own!

Mini-figure Designer



When you've chosen a Mini-figure, this ACTION button will start flashing. Click it to show the Mini-figure Designer.



The first part of the Designer screen shows a LEGO Mini-figure split into different parts - headgear, face, body, backpack, legs and tools. Click each part of the Mini-figure in the picture to change it in the world. Keep on clicking to go through all the options.

Click on the buttons below the picture to switch the Mini-figure between standing, sitting, and walking.



Mini-figure Sounds

Don't be surprised to hear a Mini-figure talk when you click the PLAY button. Mini-figures make sounds when they collide with something, when the viewer gets close to them and they make random sounds too!

To set the sounds, you must first click SOUND icon in the upper left-hand corner of the Mini-figure designer, then click the following:



This sets the sound the Mini-figure makes when it gets close enough to another Mini-figure or even you!



This sets the sound the Mini-figure will make at random.



This sets the sound the Mini-figure makes when it hits something – even another Mini-figure!



To hear the sounds click the speaker button.



Each Mini-figure has a default set of sounds called 'LEGO®', but you can use sounds of your own instead – see the 'LEGO Wizard features' section at the back of this Guide.

Vehicles

You can turn a brick or group of connected bricks into a vehicle or aircraft by adding a Mini-figure to it. The Mini-figure must be set to DRIVER or PILOT.

Pre-Built Vehicles and Parts



Click this button in the Toy box to show pre-built vehicles and vehicle parts.



Pre-built vehicles already have a Mini-figure driver or pilot, like Biker Bob or the trike or motorbike.



Pre-built parts need a Mini-figure driver to be attached to them, just like ordinary bricks or models.



Pre-built vehicles, or vehicles based on pre-built parts have their own engine sounds which you hear when you click the PLAY button.

Driver and Pilot Mini-figures



To make one of your LEGO® models drive or fly, select the Mini-figure driver or pilot and click on this Paths button.

Use the following buttons to set how the Mini-figure steers around the world:



— Sets the driving or flying to a circle path



— Sets the path to a double-looped path.



— Makes the Mini-figure driver follow LEGO road baseplates.
This doesn't work if the Minifigure is a pilot.



— Makes the Mini-figure a pilot.



— Makes the Mini-figure a driver.



Once you click the PLAY button your LEGO vehicles will start moving after a short time, or you can click on the Mini-figure with your mouse button to start them moving.



There are several LEGO Worlds ready for you to try out driving and flying. Why not load and try them out!

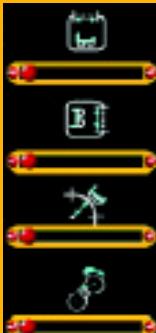
Vehicle Paths

The path of a vehicle is set by the driver Mini-figure attached to it.



When you choose a driver Mini-figure, the path of the vehicle is shown as either a circle or double loop on the ground.

The Paths screen in the Mini-figure Designer lets you change the following things about the path:



Drag the LENGTH slider to set the length of the straight sections.

Drag the WIDTH slider to change the width of the straight sections.

Drag the CORNER slider to change the size of the corners.

Drag the ROTATION slider to turn the path round.



The vehicle moves along the set path automatically, changing its direction if it collides with anything.



Aircraft Paths



Aircraft paths are displayed in the same way as vehicle paths, except that the circle or double loop is above ground level and is joined to the aircraft by a vertical line.

An aircraft path can be changed in exactly the same way as a vehicle, although following a road path doesn't work!!

The aircraft moves along the set path automatically, adjusting its height until it reaches the cruising altitude indicated by the top of the vertical line in the path display.

See what happens if the aircraft hits something!

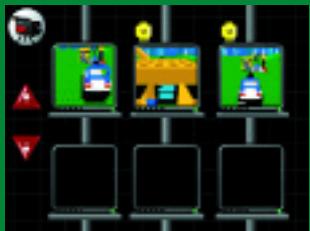
Viewpoints

When you click the PLAY button a number of extra camera and Mini-figure views become available, depending on the bricks in your world.



Click the **VIEWPOINTS** button on the PLA to show the Viewpoints screen, which appears over the world.

It shows several video 'screens', each showing a different view in the LEGO® world.



The first window shows the standard viewpoint. The pictures above the other screens show whether the view is attached to a Mini-figure or a camera.

If there are more than five views, click the red down arrow to see the others. If there are less than five views, any unused windows are blank.

Click a screen to go to a new viewpoint. This restores the original LEGO world to full size and displays a control screen in the PLA. The view of the world is now from behind the Mini-figure or from the camera you chose.



If the Mini-figure or camera moves, the view moves or turns just behind it.

Use the Control screen to switch to the Minifigure or Camera view, or take control of the viewpoint.



Click Button 2 to place the view in the head of the Mini-figure or camera.



If the Mini-figure or camera moves the view moves with it.



Click Button 3 to go to a 'remote control' viewpoint. This sets you in a fixed position and lets you watch as your selected LEGO® model drives or flies around in the center of the screen!

Click Button 1 to change back to the first viewpoint.

To return to the standard free view, click the Camera button at the top of the control screen and select the first video screen. If you click the BUILD button, the view returns to a normal view.



User-Control

You can also control any LEGO® model or walking Mini-figure with a joystick or the keyboard cursor (arrow) keys.



Click this button on the control screen to control the LEGO object using the joystick or the keyboard.



Click this button on the control screen to restore automatic control. It is also restored if you change the view.

For lots more stuff on viewpoints and user control, see the Mini-figures and Vehicles topics in the Master section of the LEGO Wizard Trainer. Have fun driving and flying!

Action Bricks

Some of the bricks in the LEGO® toy box have actions that they do when you click the PLAY button.



Click this button in the LEGO toy box to show all the ACTION® bricks.

For a list of ACTION bricks and what they do look at the back of this guide – or load up the ACTION Brick World that has all the action bricks for you to experiment with!



Remember, when you bring an ACTION brick into the LEGO world you will see this button flashing in the box of bricks. Click it to change stuff about ACTION bricks.

A Word About DESTRUCTA Bricks



Destructa Bricks are very very cool! Destructa Bricks can be used to blow up bricks and models in PLAY mode! You'll find Destructa bricks at the bottom of the Action brick list in the toy box.



You can add as many Destructa bricks to your world as you want, and color them in eight colors, in the same way as coloring normal bricks.



To set the size of an explosion, click the flashing button and move the slider. The further to the right the bigger the explosion!



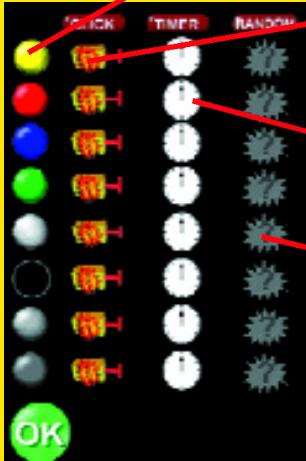
Detonating Bricks

There are a number of ways to detonate Destructa Bricks after you've clicked the PLAY button. The simplest is to click on the required Destructa Brick with the left mouse button to cause an instant explosion. For the best effect simply build a brick into a LEGO® model and stand well back!



Click this EXPLODE button to show some more ways to explode bricks.

This shows a console of color coded buttons, that correspond to the colors of Destructa Bricks you have in your LEGO world.



Click on a 'Click' plunger to explode all Destructa Bricks of the same color instantly.

Click on a 'Timer' button to set a 10 second fuse on all Destructa Bricks of that color.

Click on a Random question mark button to set off a random fuse on all Destructa Bricks of the same color.

Why not load the Destructa Brick LEGO world and try out rapid de-construction at its coolest!

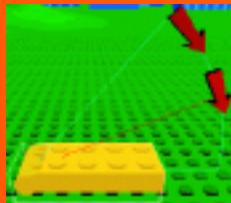
TAKE COVER!!!

Hinges

Hinges are an important part of ACTION bricks that you can open/close and spin or flap either automatically or by using the mouse pointer.

Setting How a Hinge Works

There are 2 types: hinges that lift (left) and hinges that spin (right).



Click the BUILD button and then click the flashing ACTION button to set how a hinge works.
Use the following buttons to set how the hinge works:



This lets you change the hinge by clicking on it and dragging it with the mouse manually.

There are 2 states you can choose if you manually modify a hinge:



This will remember the hinge position when you go from PLAY to BUILD and back again.



This will reset the hinge position when you go back to BUILD from PLAY.



This lets you set hinges to open, close or spin automatically by changing slider settings.

The slider settings are:



SPEED – how quickly the hinge will open/move;

MINIMUM ANGLE – the minimum angle the hinge will move from;

MAXIMUM ANGLE – the maximum angle the hinge will move to;

START POINT – this is the where the hinge will start moving from.

If the chosen hinge can turn, a third button is shown which lets you set the speed and direction of the spinning.

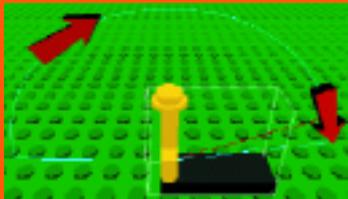


Click this button and move the slider to set the spin direction by moving it left or right. The further left or right the slider is the fast the rotor will spin.



Important Note About HINGES!

Always watch the arrow movement and angle lines in the world to see how moving the sliders changes the hinge properties.



Take a look at the LEGO world that has a variety of hinges to see how they work.

Changing the Time of Day



LEGO® Town is just like the real world, with night and day. Click the **TIME** button (after clicking the **PLAY** button) to set the time to either **DAY**, **NIGHT** or **REAL**, depending on which part of the button you click.

Click **NIGHT** to pass the world through sunset into night.

Click **DAY** to make the sun rise again.

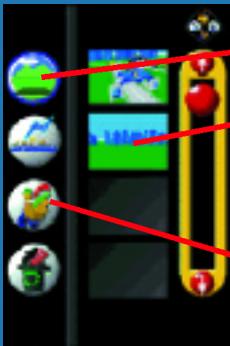
Click **REAL** to make LEGO Creator react to the real time on your computer. Sunset in LEGO Town happens at about 7pm, and sunrise at about 6am!

Saving and Loading Worlds and Models

Saving and Loading Worlds



In the PLA, click the lower box of bricks. This shows your own toy box where you can load or save the LEGO Creator models and worlds that you have built.



Click the **WORLDS** button to show pictures of the worlds already saved in the toy-box.

You can load a world by clicking on its picture in the list and moving the mouse into the 3D window. This will remove all the bricks in the current world.

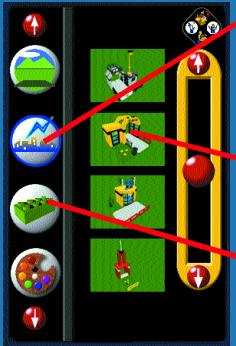
Click the **SAVE** button to save the current world. A picture of the world will be added to the end of the list.



Make sure you have saved your current world before you load a new one - otherwise you won't be able to go back to it later.



Saving and Loading Models



You can save your own models in a similar way. Click the MODELS button to show pictures of the models already saved in the toy-box.

You can then load a model by clicking on its picture in the list and moving the mouse into the 3D window.

Click the SAVE button, to save the currently chosen model and add its picture to the list.



Remember to choose the whole LEGO® model to save it.

Trashing Models and Worlds



You can also throw away your own worlds or models. Click the world or model from its list and then click the Trash button in the toy box.

LEGO Wizard Features

Choosing and Joining Bricks

LEGO Creator has other ways to choose and join bricks. See the LEGO Creator Wizard Trainer to find out all about these.

Adding Your Own Sounds



IMPORTANT!! This is a very advanced feature that requires you to close LEGO Creator - find someone to help you if you are in the slightest bit unsure!

1. Double-click My Computer on your desktop and find the "LEGO Creator" folder on your hard disk (usually under C:\Program Files\LEGO Media\Constructive).
2. Double-click the LEGO Creator folder and then open the Content\AV folder.
Inside the 'AV' folder are files called 1.WAV to 5.WAV.
3. Add different sounds into these slots by re-naming your own sound files 1.WAV, 2.WAV, etc. and copying them into the "My Sounds" folder, overwriting the existing files.



Make a copy of the original sounds, before you copy new ones over them.

For best results keep your own sounds quite short, especially if you want them to play in continuous sequences.

Changing Settings



Click this SETTINGS button to change the way LEGO Creator shows the world.

Changing the Detail Level



You can change the detail level by clicking on the DETAIL slider and dragging it left to decrease it, or right to increase it.

If you have lots of bricks or moving vehicles in the world, action will be smoother if the slider is further to the left.

Changing the Graphics Display



Click this button to switch between hardware and software display types.

The smoothest display will generally be obtained through hardware acceleration, although some cards may not have full support for textures, line graphics or transparency.

If problems occur with hardware acceleration, choose software.

Keyboard Short Cuts

CTRL+ Click left mouse Lets you choose lots of bricks at once.

CTRL+Drag left mouse Lets you drag bricks on top of other bricks.

SHIFT +Click left mouse Choose a stud to link to or be linked to

CURSOR KEYS **Move chosen brick(s)**
left/right/forward/back (BUILD) or
mini-figure/vehicle/aircraft controls (PLAY)

CTRL+CURSOR KEYS **Move chosen brick(s) diagonally**

Page Up **Move chosen brick(s) up**

Page Down **Move chosen brick(s) down**

Home or F2 **Reset viewpoint**

CTRL Z or F3 **UNDO last thing you did**

CTRL Y or F4 **REDO last UNDO operation**

Delete or F5 **Trash chosen brick(s)**

RETURN or F6 **Turn chosen brick(s)**

TAB or F7 **Cycle color of chosen brick(s)**

Insert or F8 **COPY chosen brick(s)**

J **Set user-control to use joystick (PLAY)**

SPACE BAR **Stop vehicle/mini-figure straight away**

Esc **Cancel dragging (if in 3D Drag)**

Action Brick List



LEGO® camera. Place this in your world for additional views



LEGO mug for a refreshing drink! Click to drink and to re-fill



LEGO pizza, mmmm, click on it for dinner!



Siren. Click on this to annoy your parents... a lot!



Ladder, kind of obvious really. Click on it to see it extend



Small radar dish. It spins and, makes a noise

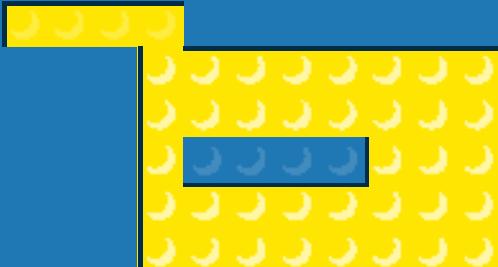


Larger radar dish that also makes a noise and spins!

You can set these to tilt backwards and forwards either manually or automatically:



You can set these to spin either manually or automatically:



These transparent bricks flash. You can change the color by choosing a new transparent color from the color palette in the toy box:



For a police siren try using this brick but painted transparent blue!



These action bricks let you add lights to your LEGO® world, remember you can change their color too!



Remember, to turn any of these lights on or off just click on them!



Here it is... **the Destructa Brick!**



This lets you shoot Destructa bricks!



Attaching the remote control aerial to a model allows you to control it – without needing a Mini-figure driver/pilot!



LEGO Creator Credits

Original Concept & Producer	Rob Smith
Developed by	SUPERSCAPE LTD
Project Management	Ian Meredith
President & Founder	Ian Andrew
3D Programming	Chris Andrew, Paul Butcher, Paul Grimster, Jon Grove
Interface Design	Guy Sunderland
Interface Programming	Evangelos Ginis, Ian Meredith, Jonathon Tako
3D Geometry and Design	Simon Meacock
Scenery Design	Alex Grassi, Gavin Tyte
Help and Tutorials	Huw Geddes, Geoff Smith
Sound Engineering	Gavin Tyte
Installation	Paul Butcher, Rich Hill
Testing and Quality Assurance	Paul Grimster, Tony Miller
Testing	Chris Andrew, Paul Beardow, Paul Butcher, Rick Inwood, Andy Mcnair, Simon Meacock, Rob Smith, Chris Leversuch, Gavin Tyte, Huw Geddes, Jon Grove, Geoff Smith, Andy Wilde, Darren Woodward, Scott Mackintosh, Josh Collins, Laurence Scotford, Dave Upchurch, Tom Gillo, James Lyons.
Bug Design and Creation	Paul Grimster, Jon Grove, Ian Meredith, Jonathon Tako
LEGO Creator Wizard Voice	Frido Ruth

Recording Studio

The Vocal Suite

Localisation Manager

Cara McMullan

Additional sounds thanks to

Hartley Whitney Fire Station

Biker Bob

Himself

LEGO Media Linch Pin

Michelle Richmond

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Developed by Superscape's Projects Team

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Epilepsy Warning

Please read before using any video game or allowing your children to use it.

Some people are liable to have an epileptic seizure or loss of consciousness when exposed to flashing lights or certain normal conditions of everyday life. Such persons could risk a seizure while watching televised images or while playing certain video games, and this can occur even if there have been no previous medical problems or experience of epilepsy.

If you or a member of your family has ever shown epileptic symptoms (seizure or loss of consciousness) when exposed to flickering lights, consult your doctor before playing.

Parents should supervise their children's use of video games. If you or your children experience any of the following symptoms – dizziness, altered vision, eye or muscle twitches, loss of consciousness, disorientation, involuntary movements or convulsions – discontinue use immediately and consult your doctor.

PLEASE TAKE THE FOLLOWING GENERAL PRECAUTIONS WHEN PLAYING VIDEO GAMES

Do not sit too close to the television screen; position yourself with the linking cable at full stretch. Play video games preferably on a small screen. Do not play if you are tired or have not had much sleep. Make sure that the room in which you are playing is well lit. Rest for 10-15 minutes per hour while playing video games.